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4. (Cancelled.)
5. (Cancelled.)
6. (Cancelled.)
7. (Cancelled.)
8. (Cancelled.)
9. (Cancelled.)
10. (Cancelled.)
11. (Cancelled.)
12. (Cancelled.)
13. (Cancelled.)
14. (Cancelled.)
15. (Cancelled.)
16. (Cancelled.)
17. (Cancelled.)
18. (Cancelled.)
19. (Cancelled.)
20. (Cancelled.)
21. (Cancelled.)
22. (Cancelled.)

23. (Previously amended) The method of creating a character effigy according to Claim 28, wherein said step of providing an item which is flexible and substantially fully planar includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein said character feature is defined on said first surface.

24. (Previously amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item to simulate the body of the character effigy.

25. (Previously amended) The method of creating a character effigy

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according to Claim 23, wherein the step of manipulating is accomplished by rolling said item to simulate the body of the character effigy.

26. (Previously amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item to simulate the body of the character effigy.

27. (Cancelled.)

28. (Currently amended) A method of creating a character effigy, comprising the steps of:

providing an item which is flexible and substantially fully planar;

defining an unobtrusive a character feature at a location on the item representative of only head characteristics, said feature having no significant context of a complete character effigy when said item is in a planar configuration; and

manipulating the flexible and substantially fully planar item between a generally planar configuration and a non-planar configuration, wherein, when the item is in the generally planar configuration, it serves a practical function, and, when it is in the non-planar configuration, it gives context to a complete character effigy by simulating simulates the body of the character effigy with the character feature positioned appropriately with respect to the body formed by the item to simulate the character's head.
